Rescue Raiders
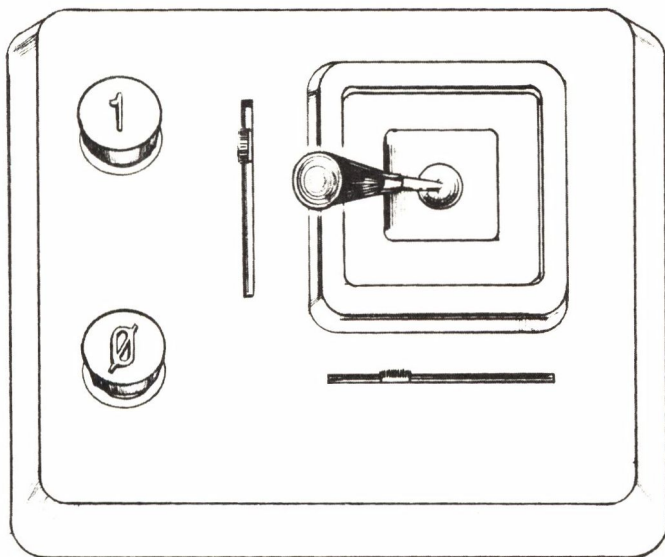

HELICOPTER CONTROL SUMMARY

Joystick Operation (Buttons)	Chopper Flight Status	Resultant Action	Special Instructions
0	Airborne	Machine Gun fires	Only 50 rounds to a fully loaded magazine
1	Airborne	Bombs Dropped	—
1	Grounded	Men are disembarked	—
0 and 1	Airborne	Missile fired at nearest enemy in front of chopper	Press both buttons
—	On Launching Pad	Refuelling or Repair	Takes place after landing on pad
—	Lands in front of a group of friendly infantry	Men are embarked	Maximum load is is 5 men

Helicopter weapons will fire only while helicopter is airborne.
A "two-button" joystick (like the Kraft Model 820) is required.

TO SAVE A GAME IN PROGRESS:

1. Press [ESC].
2. Type "**SAVE**" (without quotes)
3. Wait for disk drive to stop and demo program to begin.

TO RESTORE A SAVED GAME:

1. Load game and wait for demo program to begin.
2. Type "**CONT**" (without quotes)
3. When disk drive stops and game screen appears, press [ESC].

KEYBOARD:

[H] - Purchase spare Helicopter.

[T] - Purchase and deploy Tank.

[M] - Hire and deploy squad of five Men.

[E] - Hire and deploy squad of two Engineers.

[A] - Purchase and deploy Anti-Aircraft Missile Carrier.

[D] - Purchase and deploy Demolition Team Vehicle.

[C] - Display Computer Status Report.

[ESC] - Display score and freeze game.

[1] - [9] - Adjust information display speed.

[Space Bar] - Drop paratroopers.

[CTRL-R] - To reset game.

RESCUE RAIDERS© 1984
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